**Formative Assesment with Technology**

**Presenter:** Jason Roy, MS/HS Tech Coordinator, American School of Bombay, ,

**Description**: Assessment comes from the Latin for "to sit beside," but frequently in middle and high school classrooms assessment still primarily takes the form of quizzes and end of unit tests. Formative assessment (or assessment for learning) can change this. A good formative assessment tool helps students and teachers ascertain where they are currently in their learning, and figure out what their next steps should be, empowering them to move their learning forward.

In this hour I’ll share my favorite formative assessment tools and share ready to use lesson ideas for each of them. You will be ready to begin your next school year using formative assessment everyday.

Notes:

American school of Bombay, math teacher, was tech director last year

Assess all along the way Inside the black box by Dillon and black

Before instruction: greenstien book, gives seven reasons,

Pre assessment survey bit.ly/formativememphis made with lambido (?) software

KWL chart in google doc

\*\*During assessment: if you have a subject guide they can ‘traffic’ light it, could do it during the year for the whole course guide, use a google doc, view only to each student, student makes a copy and renames it with their name so each is individual, can see when it’s updated and what they don’t know, may find comments from students that don’t talk much in class

Quick pulse: clickers, pull everywhere, dyknow, if you don’t have clickers the students could hold up fingers

\*\*\*\* peerinstruction \*\*\*\* give the students a question , hold up fingers, look around and find someone with a different answer, try to convince the person you are correct, vote again, have someone who was wrong and was convinced otherwise explain their initial reasoning flaw, students explain better to each other than the teacher always does

Students do not learn from lectures but will from this approach, opens up a dialog

Poll everywhere is easy, may be imbedded in a powerpoint, instant audience feedback,

Ipod app called nearpod will send a slide deck to all the participants and then get them back

\*\*\*\*Dyknow is also a good app, dyknow vision is a good classroom management app

Dominoes: students do a problem on the top half of the white board then an additional problem on the bottom half, see who else had your problem and compare answers then teacher can do a recap by listing the skills: ie negative angles, unit circle, etc and have the students discuss

Quizlet is popular, can access from many lms there’s an app that the students can download quizlet to their mobile device and study on the fly, good for vocabulary

After instruction:

Concept challenges: see concept map and questions that go with the map, fits with standards based grading,

He has a whole bank of Algebra 2 questions that he would be willing to share

Google docs tests, give a regular paper test, give an additional copy to each student, they do a google doc and they put in their answers, he gives back paper tests only when the google doc is finished, they all work on the same google doc, gives multiple versions of the test if he has multiple sections,

(bitly.com you can cut and paste urls so that they are not so long)

Review games, bit.ly/beyondjeopardy

Beyond Jeopardy - The Handout  
The Laptop Institute ♦ Jason Roy  
  
Get in touch: JasonRoy@mac.com  
  
Easy Games That Work  
[Bingo](https://www.dropbox.com/sh/sp81f54nn66eb2y/U2-htMpq2L) - I have included templates for various math classes. The song files will not have transfered over.  
[Gator Golf](https://www.dropbox.com/sh/c8wccuw2ai92nv6/1qPxpfk2yt) - Remember to not let the game take control.  
[Crocodile Dentist](https://www.dropbox.com/sh/bobm5r4bqpc8ok6/6f82yb6BAF) - This game works better than a charm, the the croc can be occasionally hard to find.  
  
  
Change The Channel  
[Wheel of Fortune](https://www.dropbox.com/sh/n03hysxub0jh9ge/KmcxzX7myW) - 7 set ups ready to go  
[Classic Concentration](https://www.dropbox.com/sh/glkf7ppxxsgyy41/qGcjP3weWo) - the toughest to play, mess with this if you are up for a challenge  
  
4 Faves  
[Trig Hunt](https://www.dropbox.com/sh/iiirusrx4mm6g5p/OhoztJFFWG) - easy to set up and play and a great change of pace from the typical review game  
[Locksmith](https://www.dropbox.com/sh/aor1eu2qxxfprni/VrH6tQ7M96) - boxes, padlocks, these worksheets and you are set  
[Safe Cracker](https://www.dropbox.com/sh/guvahhix4cnthjr/EJsjgCXA1s) - this one is killer, remember to keep the mole a secret until the end of the explanation  
  
  
C3P3  
**Chipping In -** Games are best when everyone is answering every question.  
**Content** - Don’t forget the point of a review game is to review content. I remind my students before we begin every game that the point is to review, and that I will stop the game and go over content as necessary.  
**Competition or Cooperation** - These help make games work. Lately I try to create games where the students cooperate to compete against me. Dan Meyer’s [Review Basketball](http://blog.mrmeyer.com/?p=723) is an additional great example of this structure working well.  
**Props** - If there are props for specific activities these will make the activities extra special and they are cheap to buy.  
**Preparation** - Being over prepared for a review game is completely necessary. It is also usually a good idea to think through ways kids might try to manipulate the rules (and they will) so that you don’t have to change the rules mid-game.  
**Persistence** - The first time you play a review game it might not be the best lesson you have ever taught, use it a few times and refine it to match your teaching style. I have used some of these games for many years.  
  
But I ♥ Jeopardy  
In class I try to play a review game before each test. [Jeopardy](https://www.dropbox.com/sh/h60xqcfan7rfhue/sLLrk1BQrE) is, of course, the old standby of classroom review games. As with any activity, playing Jeopardy in class without planning can turn into chaos. Here are some tweaks I make to ensure the game runs well.

* Begin every review game by reminding the class that although they are playing a game, the primary purpose is to review. And that you may stop the game to dig deeper into review if necessary.
* Divide the class into groups of three or four give each group a whiteboard.
* Eliminate "Buzzing In" I am very competitive and love buzzing in, but if the same kids buzz in for every answer the students won't get much review. Instead choose a team to go first. This team is in "control", they choose the category and get first crack at answering a question. If they get the answer incorrect the next team (I almost always move clockwise around the room) can steal the points. Regardless of which team eventually got the question correct control passes to the next team after each question.
* Use technology, I used to use a powerpoint template that I found online to run the game. But this [site](http://jeopardylabs.com/) offers an easy to use web-based version. Be sure to share the answers and questions with your students after the game so they can use it for review at home.
* Don't give bonus points to the winners. Nothing brings out the knives like bonus points (and bonus points aren't good for other reasons either). Although I probably shouldn't I still give the winning team candy or some other prize.
* Have students contribute a category. A week before the game I have each student contribute a complete category. I use some of the best categories in the actual game. I always encourage my students to come up with clever categories and give them examples of such from the game show.
* Have fun! I always ham it up during Jeopardy review. I make the students answer in the form of a question and call me Alex.

Choose Me Last  
Thanks for getting this far, I hope you enjoyed the presentation! I would love to hear about your review games and would be happy to send you more information you can reach me at [JasonRoy@mac.com](mailto:JasonRoy@mac.com)